



SPACE JOURNEY

 beffio

SPACE_JOURNEY

Description

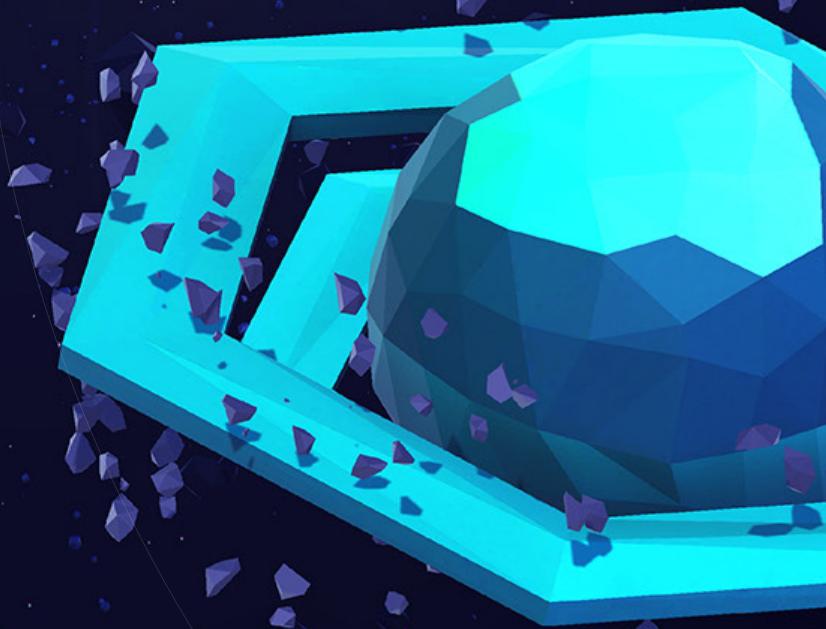
Space Journey contains everything that you could imagine to create cutting edge Space game.

Starting with beatiful art, through animations, space effects and finally ending with some really useful plugins, such as Spaceship Controller & more!

Design

Over 50% of the whole production time we dedicated to this asset was wisely spent on the design process.

Atmosphere, colors, consistency of the graphic art, movement, light, shapes - all of these elements were of the most importance to us.



INSIDE -

Technical aspects

Each element has been carefully crafted with in-game use optimisation in mind.

Everything has been optimised for games triangles, textures, UV maps atlases etc. This asset will work easily with mobiles & PC's, but keep in mind that while creating example Scenes in Unity3D we were focusing mostly on standalone version. That's because we were using Post-Process Image Effects, Real Time Shadows & a lot of particles.

What's inside?

5 Space Ships ▲ 22 Unique Animated Planets ▲ 23 Unique Sci-Fi Models ▲
16 Asteroid Meshes & 9 Asteroid Volumes ▲ 7 Unique Particles Volumes ▲
9 Unique Plugins ▲ 20 Example Scenes ▲ 8 Custom Made Light Flares

Unity 3D informations

This asset was fully created in Unity3D engine.

All elements are combined with latest Standard Shader, Shuriken Particle System, Animator for Animations & each element is packed into prefab, so you can just drag'n'drop the element with Spaceship Controller and start flying in a beautiful environment.

S P E E D

Space Ships

5 Space Ships with custom made engine plasma particles, engine shafts, custom made flares & Spaceship Controller Plugin, which will be described in Plugins Section. Each Ship has got a unique texture atlas. Triangle count starts from 1k to 4k in the biggest one.



S P E E D -

S T R U C T U R E -

Planets

22 Unique Animated Planets, with custom made animations of the chosen planet, moons, rings & asteroids around them. Each planet has got a unique texture atlas, with prebaked colors that match the style of the whole color palette. Planets triangle count starts from 300 triangles to 8k in the most detailed ones. At the bottom you can see 7 planets out of 22.



SCALE -

Sci-Fi Elements

23 Unique Sci-Fi Models created to add the whole scene a more epic look & feel. Perfect for large scale background objects, breathtaking structures that fill your scene with life. Each Sci-Fi model has got from 100 triangles to even 10k in the most detailed ones.

VELOCITY -

Particles & Volumes

16 Asteroid Meshes & 9 Asteroid Volumes - including nebulas, space sparks, speed spark lines & more custom made atmospheric particles. All these particles have been created to give your space more depth & an authentic feeling. Each particle component is fully customisable with Shuriken System.

& CODE

Plugins

Space Journey is not only about beautiful art! We are also happy to present you with a few really useful plugins. Each of them will be described here in detail - regarding variables, functions & useful tips.

Advanced Space Ship Controller

This plugin gives you possibility to setup your Space Ship with really smooth & natural fly in space.

Camera Settings

Angle Of the Camera

Angle of the camera. 0 = behind, 90 = top-down.

Look At Point Offset

Look-at point options.

On Idle

Offset of the look-at point (relative to the spaceship) when flying straight with a minimum speed.

On Max Speed

Offset of the look-at point (relative to the spaceship) when flying or turning with a maximum speed.

On Turn

Offset of the look-at point (relative to the spaceship) when turning with a minimum speed.

Smooth

How fast the look-at point interpolates to the desired value. Higher = faster.

Offset

Distance between the camera and the spaceship.

On Roll Compensation Factor

Tilt of the camera when the spaceship is doing a roll. 0 = no tilt.

Position Smooth

How fast the camera follows the spaceship's position. Higher = faster.

RotationSmooth

How fast the camera follows the spaceship's rotation. Higher = faster.

TargetCamera

Camera object.

Input Settings

Keyboard

Keyboard options.

Mode

Input mode.

Mouse

Mouse options.

Response

How fast the input interpolates to the desired value. Higher = faster.

AxisX

Rotation around x-axis (vertical movement).

AxisY

Rotation around y-axis (horizontal movement).

AxisZ

Rotation around z-axis (roll).

Throttle

Speed control.

InputNames

Names of input axes (from InputManager).

Sensitivity

Keyboard sensitivity when flying with a minimum speed.

SensitivityOnMaxSpeed

Keyboard sensitivity when flying with a maximum speed.

Mouse

Mouse settings.

ActiveArea

Mouse input is set to a maximum when the cursor is out of bounds of that area.

MovementThreshold

How far the cursor should be moved from the center of the screen to make the spaceship turn.

Sensitivity

Mouse sensitivity when flying with a minimum speed.

SensitivityOnMaxSpeed

Mouse sensitivity when flying with a maximum speed.

Space Ship Settings

AccelerationCurve

Defines how speed changes over time.

Avatar

The spaceship's model.

BankAngleSmooth

How fast the spaceship tilts when doing a sideways turns. Higher = faster.

Maneuverability

How fast the spaceship turns. Higher = faster.

MaxBankAngleOnTurn

Maximum tilt of the spaceship when doing a sideways turns.

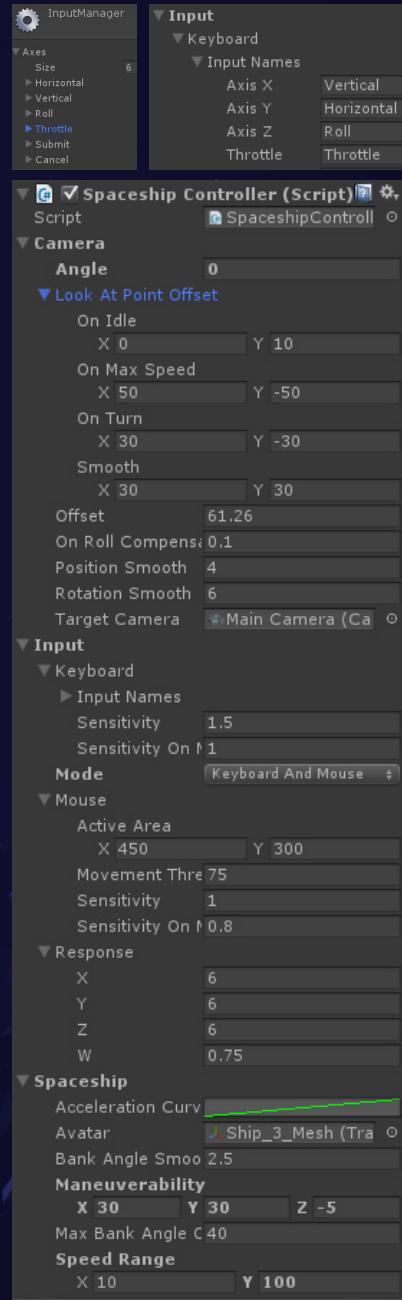
SpeedRange

Minimum and maximum speed of the spaceship.

Tips

Remember to set up your input names with:
Axis X - Vertical, Axis Y - Horizontal
Axis Z - Roll, Throttle - Throttle

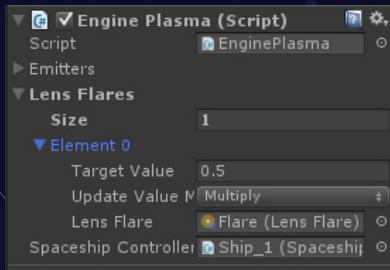
Also setup your Project Settings->Input with:



& C O D E

Engine Plasma Plugin

Allows you to control Particle Emitter & Lens Flares while you are in super speed mode (Shift Clicked). Set your destiny Target Value & you will get more brightness or emission.



Color Suite Post-Process Effect

Simple & really useful Color Suite.

Tone Mapping

Control Exposure in your scene

Color Temperature

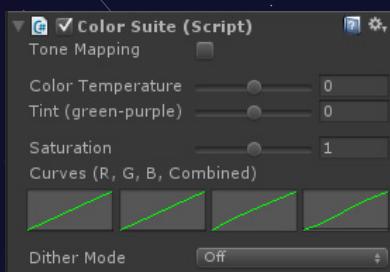
Tint (green-purple)

Saturation

Curves

Control RGB channels & split RGB

Dither Mode On/Off



Custom Spacebox Shader

Replace with build-in Standard Skybox. This shader will allow you to control Skybox with:

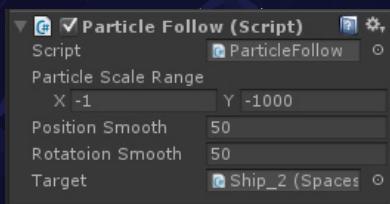
Top Color / Horizon Color / Bottom Color

Smoothness & blending between three of that layers.



Space Ship Sparks/Dust Following Script

This script will give you really nice effect of speed while flying by Space Ship. Needs to be attached on particles. Use prefab that is called Particle Follow & set values like on example



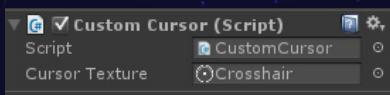
Glitch Post Process Effect

Really cool effect that gives your screen animated glitches, distortions, shakes & colors drifts.



Custom Crosshair Plugin

Replace standard cursor with custom one into empty slot.



A B O U T _

About

We hope that you will enjoy this asset as much as we enjoyed creating it. Have fun with it!

beffio team

Asset Download

assetstore.com/spacejourney

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[beffio.com/cotact](mailto:cotact@beffio.com)

Newsletter

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FAQ

1. How did you make animations?

All animations were hand crafted using the build-in Unity3D animation system. The secret is in curves, your taste & knowledge about curves.

2. Can I use it commercially to make games?

Yes, you can create games with it for any platform and sell them commercially.

3. Can you use this asset as a part of another asset?

No, you cannot use it as a part of any product which can be related with an asset, 3D content etc. You can only create games with it. You cannot resell the asset in whole or in parts, unless it is an integral part of a game you have the rights to sell.

4. Where Can I buy this asset?

At the moment there is only one legal and official place to buy this asset. Unity3D Asset Store.

